Team Report, March 13-19

Our group has gotten off to a slow start this week, trying to navigate the “fun” documentation lurking on the internet for the PDCurses library. Installing the library on a Windows machine or Windows VM is difficult, but doable. Steven and Bryan worked together on Thursday morning to get both of their machines running the library, and then realized that once they had the library up and running, they really didn’t know how to do much else. They spent about 2 hours working on this. Steven also worked on developing detailed documentation of the install process, and a “Hello World” program. He spent an additional hour on these portions. We caught Robyn up to speed and worked on getting PDCurses installed on her computer Tuesday morning. As development picks up this week, we plan to familiarize ourselves with the PDCurses documentation and start experimenting as we build out the underlying C++ functionality needed for our game. Our initial impression is that PDCurses might be more trouble than it is worth to use in CSC254. The install process involves the command prompt, changing project settings, and a little prayer. However, we are holding out hope for a breakthrough that allows us to gain a better understanding of what is going on within the library and move on from there. We currently plan to meet as a group on both Tuesday and Thursday mornings during the time slot reserved for CSC493, and then use electronic communication in between those times as necessary. My expectation of the group this week is for everybody to begin writing code, whether involving graphics or not that moves the project along. We will use our in person meetings to update each other on progress and plan the work that should be completed before our next meeting.